

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for executing a requested component ~~of a script~~, comprising:

sending a request for the component from a client to a server, wherein the component corresponds to a script on the server, and wherein the client and the server have same functional capability;

~~transmitting parameter information about a~~ associated with the requested component ~~from a~~ of the script by the server to a ~~the~~ client, ~~wherein the parameter information comprises at least one of specific information about user interfaces, set of field names and types, and linking and interrelationship information; and~~

~~linking the transmitted component~~ parameter information to a corresponding predefined structure ~~at by the client to provide a script~~ create an executable parameter specific predefined structure, wherein the predefined structure having an intended functionality corresponding to the intended functionality of the requested component; ~~and,~~

~~executing the script specific predefined structure to execute the component.~~

2. (Canceled)

3. (Currently Amended) The executing method of claim ~~2~~ 1, further comprising searching for the requested component in the script at the server in response to the request for the component from the client.

4. (Currently Amended) The executing method of claim 1, wherein the linking step further comprises locating identifiers within the parameter information and inserting script data ~~associated with~~ corresponding to the identifiers into the predefined structure ~~based on~~ corresponding identifiers in the predefined structure.

5. (Currently Amended) The executing method of Claim 1, further comprising determining the access level of the user of the client, wherein the transmitting step further comprises transmitting the parameter information based on the user access level of the user.
6. (Original) The executing method of claim 1, further comprising storing the predefined structure at the client and storing a copy of the predefined structure at the server so that there is a client predefined structure and a server predefined structure.
7. (Currently Amended) The executing method of claim 1, further comprising automatically deleting the ~~script~~ parameter specific predefined structure after a the user has exited the component.
8. (Currently Amended) The executing method of claim 1, further comprising ~~the client sending a request for the component to the server to~~ establishing a connection in response to the request for the component from the client, and the server creating a session identification number for the connection so that the client and the server can follow a connectionless protocol.
9. (Currently Amended) A system for executing a component ~~of a script~~, comprising:
a client including a client memory, and a client processor, and a client ~~transceiver in communication with one another, the client memory including component script transmitted by a server, the transmitted component script including parameter information about the component, wherein the parameter information comprises at least one of specific information about user interfaces, set of field names and types, and linking and interrelationship information and the client memory further including a client predefined structure having an intended functionality corresponding to an intended functionality of the component, wherein the processor is configured to link the parameter information of the transmitted component script to the client predefined structure to provide a script specific predefined structure and to execute the component by executing the script specific predefined structure~~ run time engine configured to reside in the client memory, wherein the client run time engine comprises a plurality of client predefined structures; and

a server including a server memory and a server processor, a server run time engine configured to reside in the server memory, wherein the server and the client have same functional capability with respect to the client run time engine and the server run time engine, and wherein the client run time engine sends a request for a component to the server, wherein the component corresponds to a script on the server, and wherein the server run time engine transmits parameter information associated with the requested component of the script to the client, and wherein the client run time engine links the parameter information received from the server with a corresponding client predefined structure of the plurality of client predefined structures to create an executable parameter specific predefined structure, and wherein the predefined structure having an intended functionality corresponding to the intended functionality of the requested component.

10. (Canceled)

11. (Canceled)

12. (Currently Amended) The system of claim 9, wherein the ~~client further comprises a~~ client run time engine ~~stored in the client memory, the client run time engine including~~ comprises a client parser and a client execution engine, wherein the client execution engine ~~including~~ comprises a client linker and the plurality of client predefined structures, wherein the client parser configured to instruct the client processor to search for identifiers within the transmitted component script parameter information transmitted by the server, wherein the client linker configured to instruct the client processor to link the parameter information to the client predefined structure to ~~provide~~ create the script executable parameter specific predefined structure.

13. (Currently Amended) The system of claim 12, ~~further comprising a server in communication with the client, the server including a server memory, a server processor, and a server transceiver in communication with one another, the server memory including the script and a server run time engine, wherein the server run time engine including~~ comprises a server

parser and a server execution engine, the server execution engine ~~including~~ comprises a server linker and a plurality of server predefined structures, a server predefined structure having an intended functionality corresponding to an intended functionality of ~~one~~ a component type of a plurality of component types, wherein the component has the intended functionality of ~~one of the plurality of component types~~ the component type, the server parser configured to instruct the server processor to search for the component in the script, the component being requested by the client ~~and comprising the component script including the parameter information about the component~~, the server linker configured to instruct the server processor to link the parameter information to ~~the~~ a corresponding server predefined structure to provide a server ~~script~~ parameter specific predefined structure; and, ~~the~~ a server transceiver being configured to transmit the parameter information associated with the component of the script, ~~wherein the server and the client have the same intelligence with respect to the client and server run-time engines.~~

14. (Currently Amended) The system of claim 9, wherein the ~~component script is transmitted from the server to the client when the client requests the component script and wherein the client~~ memory further comprises a client long term memory and a client short term memory, the client run time engine being stored in the client long term memory before the client ~~requests~~ sends the request for the component of the script, wherein the client processor is configured to transfer the client run time engine to the client short term memory when the client ~~requests~~ sends the request for the component of the script, to temporarily store the script executable parameter specific predefined structure in the client short term memory, and to automatically delete the script executable parameter specific predefined structure from the client short term memory when the client exits the component.

15. (Currently Amended) The system of claim 9, wherein the ~~transmitted~~ parameter information transmitted by the server includes identifiers associated with component information and the predefined structure includes the corresponding identifiers.

16. (Original) The system of claim 9, wherein the server creates a unique session identification number for every connection established to uniquely identify each connection and recreate the session previously established thereby facilitating a connectionless protocol.

17. (Currently Amended) An application for executing a component of ~~a script~~ when a user ~~runs the~~ accesses a component on a system, the application comprising:

a first run time engine comprising an execution engine comprising a plurality of predefined structures and a linker, ~~the a~~ a predefined structure of the plurality of predefined structures having an intended functionality of ~~one a component type~~ of a plurality of component types, wherein the component has the intended functionality of ~~one of the plurality of~~ one of the plurality of component types, wherein the component corresponds to a script on a server, and wherein, when the user ~~runs~~ accesses the component:

(a) the linker instructs a client processor to link parameter information ~~about~~ associated with the component to ~~the a~~ a corresponding predefined structure to ~~provide~~ create an script executable parameter specific predefined structure, the parameter information associated with the component being transmitted from ~~a the~~ the server to a client and stored in a client processor readable memory, ~~wherein the parameter information comprises at least one of specific information about user interfaces, set of field names and types, and linking and interrelationship information, wherein the server and the client have the same functional capability;~~

(b) the execution engine instructs ~~the a~~ a client processor to execute the ~~script~~ script executable parameter specific predefined structure to execute the component; wherein the first run time engine is stored in a media and the first run time engine is transferred to ~~a the~~ the client processor readable memory of a system including the client processor readable memory and the client processor when the media is used with the system.

18. (Currently Amended) The application of claim 17, wherein the system comprises a server, the server comprising a server processor readable memory, a server transceiver, a server processor and a server run time engine, wherein ~~a the~~ the server run time engine is transferred to a

server processor readable memory of the system and the server run time engine comprises a copy of the first run time engine, wherein ~~the system includes a server comprising a server processor readable memory, a server transceiver, and a server processor, wherein the server is in communication with a client, the client comprising the client processor and the client processor readable memory;~~ the server run time engine ~~comprising~~ comprises a server parser and a server execution engine, wherein a user at the client requests a component from the server prior to running the component and, when the user requests the component:

(a) the server parser instructs the server processor to search for the component in the script for the requested component, the script being stored in the server processor readable memory, and

(b) the execution engine instructs the server processor to transmit ~~component script including~~ the parameter information about associated with the component of the script to the client via the server transceiver.

19. (Currently Amended) The application of claim 18, wherein the server execution engine further comprises a plurality of server predefined structures, ~~the a~~ a server predefined structure of the plurality of server predefined structures having the intended functionality of one of a component type of the plurality of component types, wherein the ~~requested~~ component requested by the user has the intended functionality of the ~~one of the plurality of~~ component types.

20. (Original) The application of claim 19, wherein, when the client requests the component, the server execution engine instructs the server processor to create a session number and to transmit the session number to the client.

21. (Currently Amended) The application of claim 17, wherein the execution engine instructs the client processor to store the script executable parameter specific predefined structure in the client processor readable memory and instructs the processor to automatically delete the script executable parameter specific predefined structure from the memory after the user exits the component.

22. (Canceled)

23. (Canceled)

24. (Canceled)

25. (Canceled)

26. (Canceled)

27. (Canceled)

28. (Canceled)

29. (Canceled)

30. (Canceled)